

OS-9 Newsletter®

Volume V Issue 3

Bellingham OS-9 Users Forum

March 31, 1994

COMPUSERV AND AMERICAN ON-LINE DAYS ARE NUMBERED

SAN FRANCISCO--(BUSINESS WIRE)--March 8, 1994--CompuServe and America Online, two leading online information services, are deadend businesses in their current form and will be sold within five years to phone/cable or television companies, an authority on electronic media predicted.

"They don't own content and text-based online services are a snore in the video age," Alan Brighish, president of SIMBA/Communications Trends, told a conference of publishers, advertisers, marketers and software executives.

As distributors of information, CompuServe and America Online will become the core of electronic media companies reliant on their hundreds of thousands of customers, relationships with information providers and years of interactive experience, Brighish said. Prodigy, the third major online service, will continue tied to its founders, IBM and Sears.

The forces leading to the convergence of computers, information, telecommunications and entertainment will lead to a "Japanization" of American business and the creation of powerful Nippon-style media alliances controlling both content and distribution, Brighish said.

America's keiretsu will be toll collectors set up to sell small quantities of information to large numbers of people, he said. In his view, the toll collectors will be system operators like the regional Bell operating companies (RBOCS) and large cable-TV concerns with an infrastructure in place.

Saying eight major U.S. media keiretsu have begun forming, he cited NYNEX's investment in Viacom, which has acquired Paramount Communications; Bell South and Southwestern Bell's ties with Cox Enterprises; US West's investment in Time Warner Entertainment; Bell Atlantic's connection with Knight-Ridder; Tele-Communications' relationship with News Corp; Pacific Bell's link with Times Mirror; and AT&T's investment in ImagiNation Network, affiliated with CUC International shopping service.

In a speech opening the "Electronic Marketplace 2000" conference held at the Fairmount Hotel, Brighish forecast the future of what he called "electronic commerce" and the evolving new transaction channels transforming the marketplace.

Among his predictions:

- Interactivity, the prime driving force in the world of electronic commerce, is developing far more slowly "than the hype would have you believe" and needs at least 10 more years to reach critical mass.
- One in two homes will have interactive devices (a higher-end PC, videogame or other interactive TV system) by the year 2000, versus one in three today.
- Despite their widespread penetration, interactive devices are still too hard to use.
- By the year 2000, one in five homes will subscribe to consumer online services, versus three out of 100 today.
- The role of advertising agencies is still quite uncertain because "the days of intrusive advertising are coming to an end." The industry will reconfigure itself much more on the lines of direct response.
- Intrusive advertising will be replaced by techniques that integrate and imbed the sales message into editorial content or programming. The content will be low in cost or even free, with the bill footed by advertisers.

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Most of the Questions and Answers published in the OS-9 Newsletter are selected from postings on the FidoNET OS-9 echo. If you do not have access to FidoNET, mail your questions to OS-9 Newsletter, 3404 Illinois Lane, Bellingham, WA. 98226. If I can't answer your question(s), your query(s) will be posted on the OS-9 echo.

Q: I've heard (read) some people have got a CoCo emulation program that works on MS-Dos machines. Does OS9 level I work on it?

==Tom Moon==

A: I'm using the emulator, or currently I guess I should say I'm playing with it. It is pretty simple to use, once it is setup and running. Mouse support allows you to mount virtual disk files, so you change between several CoCo Virtual disks, reboot the emulator, exit, etc. Once the CoCo screen is up there, you can run most RS-DOS programs. I have run Games, and RS-DOS C Compiler, Basic programs, etc. I think it is a great program. I hope the author improves and adds to it to eventually support CoCo III, OS-9 and more. There is great potential there.

==Steve Batson==
FidoNET;OS-9 echo

Q: I thought I read somewhere that it was possible to use the CM8 Monitor (CoCo-3 RGB Monitor) could be made to work on other RGB systems. This got me to wondering about using a CM-8 with a Sega Genesis. Is this possible?

A: It should not be difficult to hook a CM8 to a Sega Genesis analog RGB connector, for conversion of composite sync to separate H and V sync (which, as I understand it, is what is needed electronically, apart from the proper connectors and cable, of course) is quite easy to do. One can either devise a simple circuit using a couple of transistors or so acting as low and high pass filters (I have schematics for that on file here) OR use one of the newer chips, such as a LM1881 from National semiconductor, that performs the task of separating out vertical sync from composite video. I suggest the former approach.

If someone needs this information in exact detail, contact me via Internet mail, and send me a stamped, self addressed envelope, and perhaps a buck for my time, trouble, and copying costs, and I'll copy and send to you what I have in my files on sync separator circuits and SEGA genesis pin outs for analog RGB. I'm pretty sure I have MORE than enough info to permit a knowledgeable tinkerer to quickly fashion a cable to hook the CM8 to the genesis.

The old NEC and Magnavox monitors DO combine the sync, and don't give a rat's ass whether you feed them separate sync or composite sync, or which pin you feed the sync in on.

The Magnavox 8CM515 doesn't even care, I think, whether the sync is positive or negative... it figures it all out and makes use of it.

HOWEVER... my best guess is that the CM8 will be very picky about what sort of sync signals it gets. I would love to hear from someone who's tried this whether that really IS the case or not.

==Marty Goodman==
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OS-9 Newsletter

Editor: Rodger Alexander

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Submissions are welcomed in any format and can be mailed to the above address or sent via electronic mail to the editor: Rodger Alexander, on Delphi (UserID: SALZARD) or FidoNET (1:301/3401@fidonet.org) or Internet (ralexander@nikita.bham.wednet.edu). Unfortunately, we do not have funds to reimburse authors of selected articles. However, a complimentary copy of the *OS-9 Newsletter* containing your article will be mailed to you, PLUS the satisfaction that you will have the admiration and appreciation of all of our readers.

The **Bellingham OS-9 Users Forum** is a hobbyist club, organized for the purpose of providing information, services, products and events that support the OS-9 operating system for 6809/68xxx based computers. Our efforts are not intended to earn or generate any profit for the club or any of its members.

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Include your name, address and telephone number. You will receive your *OS-9 Newsletter* no later than the 10th of each month. Canadian orders, \$13.50 for 1 yr. or \$7.60 for 6 mo. Foreign orders \$18 for 1 yr. or \$10 for 6 mo.

(Continued from page 1)

- The electronic magazine, online and via CD-ROM, will serve as a transitional surrogate to interactive TV, which won't be much of a factor for another 10 years.
- The reign of MICROSOFT has peaked. The next MICROSOFT, if there is one, will "create the critical enabling technology around which a universal operating system is built." Enabling technologies include full motion video, display technologies, transmission into homes and handwriting/voice recognition.
- Companies that control compelling content, such as Time Warner, Paramount and Random House, will have the largest profit margins.
- The "new" Democrats will learn from the Japanese experience and foster a more stimulative regulatory climate to help Corporate America's newly formed alliances compete in a global market.
- Killer applications rocketing to popularity will include video-on-demand, electronic education and entertainment such as gambling, electronic mail and bulletin board applications, sports events, electronic mall/catalogs and electronic grocery shopping.

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Puppo Interface Update

Mike Pleas has taken on the responsibility of circuit board design for the interface based on the schematic diagram that was published in the *OS-9 Underground* magazine. However, Mike has found several mistakes in the diagram and has corrected the mistakes.

The design work on the board layout is about 80% complete and we (*OS-9 Users Forum*) have already made arrangements with **Terry Laraway** to supply the parts for the boards and **AP Circuits** of Calgary, Alberta Canada will produce the prototype boards.

The initial run will include only 4 boards. After they have been assembled and tested, the option to manufacture only the circuit board or as a complete kit (including parts) will be decided. We do not want to get into the business of assembling and testing a finished product.

Our current time line includes the circuit board design along with the schematic diagram corrections, both to be published in the *OS-9 Newsletter*, April issue. Construction and testing of the four prototypes should be completed by mid May and the availability in whatever form (circuit board only or complete kit) will be announced in the May issue of the *OS-9 Newsletter*. This information will also be made available to all OS-9/CoCo related publications, but not as a paid advertisement.

==Rodger Alexander==

CoCo Video Library



Installing 6309 cpu
Fixing the Mulipak "IRQ"
Installing 512K Memory
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Installing Burke & Burke Hard Drive

\$10

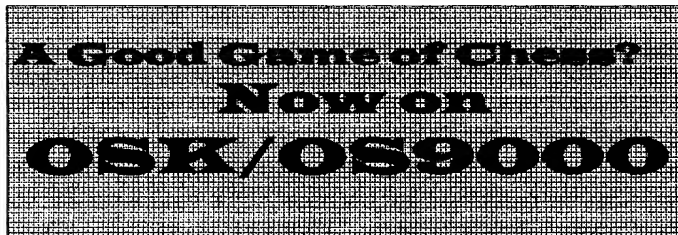
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CoCo/OS-9 Support Publications

MAGAZINES	PUBLISHER	COST	ADDRESS
The International OS9 Underground	Alan Sheltra	\$18.00 USA \$23.00 Canada (12 issues) (one year)	Fat Cat Ppublications 4650 Cahuenga Blvd. Ste#7 Toluca Lake, CA 91602 (818)761-4135 (voice) (818)365-0477 (Fax) (818)769-1938 (Modem)
Metamorphosis (Previously the NoName Mmagazine)	Mark Griffith (12 issues) (one year)	\$24.00 USA \$32.00 Canada	Dirt Cheap Computer Stuff 1368 Old Highway 50 East Union, MO 63804 (314)583-1168 (voice)
The World of 68'	Farna Systems	\$23.00 USA \$30.00 Canada (8 issues) (one year)	Farna Systems PB Macros P.O Box 321 Warner Robins, GA 31099- 0321 (912)328-7859 (voice)
Up Time	JWT Enterprises	\$15.00 USA \$18.00 Canada (12 issues) (one year)	JWT Enterprises 5755 Lockwood Blvd. Youngstown, OH 44512 (216)758-7694 (voice)
Hardcopy	Rick Cooper	\$30.00 USA \$36.00 Canada (12 issues) (one year)	Rick's Computer Enterprise P. O. Box 276 Liberty, KY 42539 (606)787-5783 (voice)
CoCo 1-2-3	Glenside CoCo Club	\$15.00 USA (membership) (6 issues) (one year)	Glenside CoCo Club RR #2, Box 67 Forrest, IL 61741-9629 (708)428-3576 (voice) (708)428-0436 (BBS)
OS9 Newsletter	Bellingham OS-9 Users Group	\$10.00 USA (12 issues) (one year)	OS-9 Newsletter 3404 Illinois Lane Bellingham, WA 98226- 4238
CoCo Trader	James Sternatt	\$6.00 USA (6 issues) (one year)	James Sternatt 3000 Woodland Hills Dr. Apartment 14 Ann Harbor, MI 48108 (313)677-2418 (voice)
Australian National OS9 Newsletter	Australian National OS9 Usergroup	\$18.00 in Australia.* \$25.00 USA & overseas.* (11 issues) (one year)	Australian National OS9 Usergroup c/- Gordon Bentzen 8 Odin Street Sunnybank. Qld. 4109 Australia
*Note: Subscription cost is in Australian dollars.			
MOTD	OS-9 Users Group, Inc	\$25.00 US USA & Canada \$30.00 US	OS-9 Users Group, Inc. 6158 W 63rd St Suite 109 Chicago, IL

DISK MAGAZINES	PUBLISHER	COST	ADDRESS
CoCo Friends Disk Magazine	Rick's Computer Enterprise	\$6.00 each \$30.00 for 6 (monthly)	Rick's Computer Entrprise P. O. Box 276 Liberty, KY 42539 (606)787-5783 (voice)
Nine Times	JWT Enterprises	\$34.95 USA \$35.95 Canada	JWT Enterprises 5755 Lockwood Blvd. Youngstown, OH 44512 (216)758-7694 (voice)
The Upgrade Diskletter	Mid Iowa and Country CoCo	\$19.00 USA \$24.00 Canada (6-8 issues) (one year)	The Upgrade Diskletter Terry Simons, Editor 1328 48th Street Des Moines, IA 50311
MicroDisk	Farna Systems	\$40.00 USA \$44.00 Canada	Farna Systems PB Warner Robins, GA 310990321

==Colin McKay==
CoCoList@Princeton.edu



My thanks goes to Andrzej (pronounced "An-jay" for an excellent job of porting the current version of GNU Chess to OSK. The chesstool version has a few minor problems, but for the most part, he did quite a good job.

Let me take this chance to make the following announcement. At the upcoming Chicago CoCofest I will have ready for delivery a new product called K-Windows Chess, or KChess for short. It is a K-Windows Graphical User Interface for GNU Chess. It utilizes standard K-Windows graphics calls and uses the mouse for virtually all input. It supports all the capabilities and functions of the chesstool variant of GNU Chess.

Naturally, I will supply each purchaser of KChess with a current copy of GNU Chess for OSK. An optional source diskette is also available for a small handling and media fee.

Point is here that it took me 104 minutes of connect time to a) download the single archive file from chestnut, and b) download the file from my Delphi workspace to my MM/1a at 2400 bps. If you do not want to invest in this connect time to perform this download, and you can wait a few weeks until the fest, you can get your copy of GNU Chess for OSK from me. Free with a purchase of KChess, or for a small handling and media fee otherwise.

Bear in mind that the current version on chestnut will probably be superseded by a new release in just a week or two also. Naturally, I will make KChess (along with GNU Chess for OSK, of course) available via mail order after May 22, 1994. If

you are interested in placing an advance order or merely want more information as to pricing specifics, please contact me via private Email.

==Zack C Sessions==

Internet CoCoList@Princeton.edu

68K Products from Bob van der Poel Software

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Modify CM-8 Monitor for Super Nintendo

The following is a file I have on the RGB video connector on the Super Nintendo (SNES):

The connector on the Super Nintendo appears to be a card edge. I don't have a Super N, so by looking in the magazine article I have it appears that it is numbered odd on top (1-11) and even on bottom (2-12). Pinout is as follows:

- 1- Red
- 2- Green
- 3- RGB Sync (active low combined vert. & hor. pulses), 0-5V, TTL and CMOS compatible.
- 4- Blue

*** NOTE:** The R,G,&B signals are 1V peak to peak off of an emitter follower source. They require running through a 200-220uf coupling cap!

- 5- GROUND
- 6- GROUND
- 7- Super VHS "Y" (luminance), 1V peak-peak into 75 ohm loa, internally capacitor coupled.
- 8- Super VHS "C" (chroma), same as "Y" (7)
- 9- NTSC Video, Sync tips at ground, 1V peak-peak into 75 ohm load, internally cap coupled.
- 10- +5V DC, will supply 50mA maximum! Good for sync invertors, etc.
- 11- L+R sound. Mono sound from this pin. 1V peak, so needs amp. Mono sound and stereo matrixed sum sound.
- 12- L-R sound. Stereo matrixed difference signal.

***NOTE:** Add pins 11 and 12 for left channel stereo, subtract for right.

The pins appear to be numbered from right to left. Find out by checking grounds (pins 5 & 6 are on top of each other.. should be connected together) for continuity with an ohm meter. To connect to a **Magnavox 8CM515** or **Commodore 1084S**, connect as follows:

Super N	Magnavox
3	2 (sync... must be inverted first!)
5	3 (ground)
2	1 (green.. through 220uf cap, + toward Super N) (blue " ")
1	4 (red " ")
11	Audio jack
6	Audio cable shield

For a Sony KV1311CR:

Super N	Sony KV
3	30 (sync is same!)
5	16 (ground)
2	26 (green... ground shield on pin 10)
4	27 (blue... ground on 12)
1	25 (red... ground on 8)

NOTE: These must go through 220uf caps like the Magnavox!

11	24 (audio)
6	(source ground for R,G,B,&audio shields, tie all to SuperN pins 5 & 6.. all grounds together on SuperN end)
10	33,34 (SENBL2 & SENBL1, through 4.7K resistor)

The magazine is April 92 *Radio Electronics*, and article author is Don Lancaster. You can write him at Synergetics, Box 809, Thatcher, AZ 85552 (make sure his name is on envelope also!), phone is 602-428-4073. A combo sync stripper/universal video

(Continued on page 7)

Modify CM8 for Nintendo*Continued from Page 6*

interface kit is available from Redmond Cable (or they will make a cable up for you!). The kit has all the necessary parts to interface almost any monitor to a SuperN or nearly anything else! The printed circuit board layout is available on Genie's PostScript Round Table as file HACKFG51.PS ... requires a postscript printer! Redmond Cable, 17371-A1 NE 67th Court, Redmond, WA 98052, phone 06-882-2009

If you want to feed a CM8 the signal from a Super NES, you'll need to make a Sync Separator, because the CM8 insists on separate and poitive (up going) sync, and will not show a picture unless it gets that kind of sync signal. The Magnavox 8CM515 or 1CM135 will accept ANY kind of sync signal(s) (positive or negative, separate or combined) quite happily. The Sony wants a composite negative sync, which is what the Super NES puts out. Same for most Amiga monitors when used in analog RGB mode.

Another comment: Steve Bjork, who works with the Super NES professionally developing games for it, tells me that to his knowledge, the audio of the Super NES is simply Left and Right audio, not L+R and L-R.

I hope that this information is of use to those who were asking about this sort of thing. If you need a simple sync separator cicuit, I have one or two such in my files... circuits that use only a couple or three transistors, some capacitors, and a few resistors. Contact me and I'll arrange for you to send me a SASE and perhaps a nominal sum to cover my hassel (like a single dollar) and I'll hunt up the info, copy it, and send it to you.

==Mary Goodman==

martygoodman@delphi.com

FREE ADD SPACE
For Subscribers

Third "LAST" CoCoFEST Update

by Tony Podraza

DATELINE: March 23, 1994

As of this writing, there are fifteen official exhibitors:

- 1) Barsoft, Dave Barnes
- 2) ColorSystems, Zack Sessions
- 3) DELMAR, Ed Gressick
- 4) Hawksoft, Chris Hawks
- 5) Farna Systems, Frank Swygert
- 6) Crystal Palace BBS, Nelson Howard et al
- 7) DISTO, Tony Distefano
- 8) Budgetware, Brian Kitt
- 9) JWT Enterprises, Jordan Tsvetkoff
- 10) Adventure Survivors, L. E. & Nan Padgett
- 11) The Chicago OS9 User's Group
- 12) The National OS9 User's Group
- 13) StrongWare, John Strong et al
- 14) SBUG, Andre Levalle
- 15) Blackhawk Enterprises, David Graham

In addition, there have been verbal intentions of attendance by Kala Software, CoNect, Animajik Productions, Sub-Etha, JoTA Productions and one or two others whose names escape me at this time.

Seminars are being planned

Scott Gripentrog on Networking; Allen Huffman; Colin McKay & Bill Nobel on NitROS9; John Strong; Brian Schubring, Glenside President on State of the Community; and Brother Jeremy. However, exact times are not yet cast in concrete, except for the first meeting on Sunday Morning, which we hope to continue as a tradition. That meeting will be the Meditation, Praise, and Worship Service presided over by Brother Jeremy, a CoCo Community member for as long as I can remember, having seen him at the first Rainbowfest I attended, which I believe was in 1986 in Schaumburg, Illinois.

The site of the FEST!

Located alongside I-90 at IL RTE 31, with a couple of turns onto West River Road. Air travelers can reach the site from Chicago' Midway Airport by taking I-55 west to I-355 north to I-90 west to Elgin. O'Hare arrivals would take I-190 out of O'Hare and follow the signs to I-90 west to Rockford, but be sure to get off at IL RTE 31 in Elgin. Arrivals at Mitchell Field in Milwaukee will want to head south on I-94 o I-294 south to I-90 west (same as before). Should you fly into Rockford, head north to IL RTE 20 east to I-90 east until you approach IL RTE 31, and follow the earlier directions to the Holiday Inn.

All in all, we at GLENSIDE expect to have a fun-filled weekend filled with friends, food, excitement, and prizes....oh, did I forget to mention the PRIZES? Well, you'll have to come to find out about those. But rest assured, they will be there along with the BADGES that we forgot about, last year. BELIEVE ME!!!! After all the requests for BADGES! We won't forget them a second time! Come and join us in the revelry.

OS-9 Comments

Who wants to write an application for a dead machine (CoCo III)? Who wants to write an application for a flaky window system (Kwin OSK)? Who wants to write an application that will be used on 200 machines max?

To ease my frustrations, I started from scratch. To ease others' frustrations, I offer my services. If no one wants me to work on a window system, etc., I will happily spend my energy elsewhere. If someone asks me to help build a stable system, I'll help; I've enjoyed OS9 for too long to say 'no'. If someone gives me a stable window system, I'll compile applications for it. I don't want to write for just one machine, and thanks to (personal) standardized libraries, I don't need to.

The neat thing about a community owned Operating System is that we make our own rules. It should be possible to have a true OS9 standard for our machines such that applications written by the community compile and run on all of them (within reason, of course).

With proper memory calls, a Level II C compiler could actually allow applications greater than 64k without the programmer having to fuss with everything (there would be a speed loss on the indirection calls, but making it kernel/compiler level would help a lot! You could even do virtual memory on a CoCo III. On the flip side, the Operating System could be fired up under System 7, Windoze, PowerPC, etc. without messing w/ Microware. If your UNIX box meets specs (eg POSIX), you get an application in C, build it, and your off and running—who cares what the processor is! This could be the way with OS9 as well. Long ago I started a standard library for my C programs. By choosing the right *IO.h* file, the code would work on Lev II, OSK, UNIX, or Turbo C.

My PC is dead, my CoCo is never used, and I have no desire to work with the current K-Windows. Sound still isn't supported on my MM1, not even CTRL-G, *is that supposed to work?* -- the speaker does work; it beeps on reset :).

I'm too idealistic to go wild creating applications for the current operating systems. I have a dream... I hate to say it, but there are already dozens of word processors and spread sheets out there. OS9 is my hobby—I do it to recapture the thrill I had in the early 80's of doing something no one else had done. OS9 isn't going to catch up with Microsoft or Apple any time soon—no matter what you do with it. We can't produce a century's worth of applications so impressive people will drop everything and switch (they couldn't afford it from Micro Ware anyway :). You could make OS9 friendly & make dozens of apps for it, but who will want it when they can put a 486 chocked full on their desks for \$1000 (soon).

I've cynically come to the conclusion that I'm writing for an audience that may never exist, but I'm doing it for myself & anyone who wants to follow. If you don't want to hack, buy a Mac...

===Jesse Oberrueter (KB7PSG)===
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 kb7psg@n7fsp.wa.usa.na

The GIZMO

'The Gizmo' is a hardware project that my business, *Northern Xposure*, may be selling in the near future. Essentially, the clock speed of the processor is increased when the CPU is operating internally. When the CPU is writing to the main board, it will run at its normal speed.

So on the CoCo running OS-9, for example, the main board would run at 2MHz, while the CPU would spend part of its time running at 8MHz.

The prototype of 'The Gizmo' has been tested at CPU speeds of up to 20MHz, but won't be sold that way. To keep retail costs down, the board will probably be sold as an 8MHz speedup board. Essentially, you remove your current CPU (M68B09E or HD63C09E), plug in 'The Gizmo', and then plug the CPU into 'The Gizmo'. At that point, you are ready to go. HD63B09Es have been tested, but haven't proven anywhere near as durable as the C models.

Once you are happy with the way things are working, you have the option of speeding things up. This mod, while not officially supported, has been tried on the prototype. Essentially you replace the crystal on 'The Gizmo' with a faster one. At the higher speeds, you will also need to add a heat sink and a fan, as the CPU quickly gets too hot to touch at 20MHz.

I must emphasize though, that the 20MHz mod is a documented but unsupported feature of 'The Gizmo'. It has been tested and works reliably at 8MHz, and will be sold as an 8MHz accelerator board. Mods beyond that speed are not officially supported. A source for a mod package, consisting of a HD63C09E, Heatsink, Fan and a faster crystal will be provided in the documentation though. Life expectancy of a 63B09 at 20MHz without the heatsink and fan can be measured in minutes, while the life of a 68C09E can be measured in seconds. Three fried 63C09E's gave up their lives to prove this! Lifetime at this souped-up speed with the fan and heat sink will probably be measured in months. There is probably some happy medium between 8 and 20MHz, but we don't have the time to find it.

Right now this project is still very much in the development stage. It is called 'The Gizmo' right now, but somewhere around the beginning of May, the decision may be made to rename it to 'vaporware'. This all depends on how much it costs to produce, and how well it holds up under testing. A reliable, working, prototype does exist however.

If it does become vaporware, I'll do what I can to get the plans released, or at least made available on a mail-order basis from the author.

==Colin McKay==

TANDY STILL SELLS IT

Call 1-800-321-3133

and tell them you own a Color Computer.

I ordered the old C compiler a few months back (part # 26-3038) and it arrived a few days later.

The only problem is that the prices are about the same as the old retail.

Part numbers you might need:

OS-9 Level I	26-3030
OS-9 Level II	26-3031
OS-9 Development System	26-3032
Multi-View	26-3035
OS-9 Pascal	26-3034
OS-9 C	26-3038
OS-9 D.L. Logo	26-3033
Home Publisher	26-3273
Phantom Graph	26-3276
Dynacalc	26-3275
OS-9 Profile(database)	26-3274
TS Edit (vi)	26-3264
Microscopic Mis	26-3271
Carmen SanDiego.	26-3243
OS-9 Artist	26-3277
Interbank	26-3296
Sub Battle	26-3272
Flight Simulator II	26-3242
ROGUE	26-3297
Fractalus	26-3299
Koronis	26-3298
King's Quest 3	26-3285

And yes, the C and Pascal compilers both work on Level I or II. If anyone needs more part numbers, drop me a line.

==Rich Kottke==
DELPHI;OS-9 Sig

AM Computer Show & Sales

The Northwest Largest Indoor Swap Meet

BUY - SELL - TRADE

Local retailers offering up to 50% savings.

Largest inventory of computer hardware and software

April 9

at **Everett Holiday Inn**

128th SE & I-5 Everett, Wa.

Power PC



vs.



Intel cpu's

The PowerPC is not a 64-bit chip. The PowerPC is not a chip at all! The PowerPC is a CPU architecture around which a CPU is built. Similarly, the Alpha is also a CPU architecture and not a specific chip. DEC builds chips around the Alpha architecture (but I don't know the name/numbers).

The MPC601 is a chip made by IBM and Motorola. The MPC601 is not a 64-bit architecture. It is a 32-bit architecture. The MPC604 is another chip. It is also a 32-bit architecture. The MPC620 is yet another chip and it is a 64-bit architecture.

The P5 is a 32 bit chip. Also, according to this months *SCO world*, Intels next offering, the P6 is also a 32 bit chip and not due out for at least a year (very optimistic I would say, given their track record). The article basically states that with all of the other vendors having 64 bit chips (DEC ALPHA, POWER PC, MIPS, etc) Intel is getting very far behind and essentially has only inertia in it's favor. This is, by the way, from a magazine that DEPENDS on it's readers using an OS based on Intel processors. I have a pentium based system to use at work, I'm NOT impressed.

A pentium is comparable to the MPC601. It is either 10% better or 10% worse depending upon the test. The MPC604 is, I believe, about 2 to 4 times the performance of the MPC601. It went silicon last month (ahead of schedule). The MPC620 is due out around the end of the year.

==Brian White==
(bcwhite@sunec.uwaterloo.ca)

512K Memory Board \$32!

Last fall our Club as a service, designed and manufactured 512K memory boards using SIMM chips. The circuit boards are professionally made and come with I.C.'s and installation instructions.

They have been available for several months but only a few people have elected to pickup a board. Our cost including shipping is about \$32. If you are interested, please send \$\$\$ and your mailing address to:

Paul Hazlewood
Agincourt, Ont
Can., M1V 2B3

==Merv Curley==
FidoNET;OS-9 Echo



HERE ARE THE 5 "W's"

- WHO?** 1) The Glenside Color Computer Club of Illinois presents
- WHAT?** 2) The Third Annual "Last" Chicago CoCoFEST!
- WHEN?** 3) May 21st & 22nd, 1994
- WHERE?** 4) HOLIDAY INN ELGIN (A Holidome Indoor Recreation Center) 345 W. River Road (A city block from I-90 & IL-31S) Elgin, Illinois (Same great location as last year!)
Overnight room rate: \$52.00 (plus 10% tax) Call 1-708-695-5000 for reservations. Be sure to ask for the "Glenside" or "CoCoFEST!" rate.
- WHY?** 5) A. To provide vendor support to the CoCo Community
B. To provide Community support to the CoCo Vendors
C. To provide educational support to new users.
D. TO HAVE AN OUTRAGEOUSLY GOOD TIME!!!!

HOW MUCH?

Admission: \$15.00 at the door 2-day pass only; sorry, no 1-day passes

Advance ticket sales: \$10.00 + SASE or \$10.00 + \$.50 postage & handling

Contact: George Schneeweiss, Treasurer, Glenside Color Computer Club; RR#2 Box 67; Forrest, IL 61741-9629

For further information, general or exhibitor, contact:

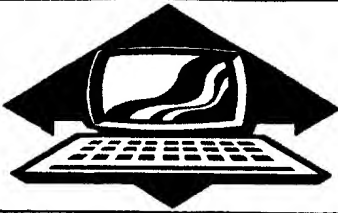
Tony Podraza, President, GCCCI	Carl Boll, Vice President, GCCCI
708-428-3576, VOICE	312-735-6087, VOICE
708-428-0436, BBS	312-735-3355, BBS

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OS-9 COMMUNITY NETWORK
ON-LINE MONTHLY NEWSLETTER

FIDONET OS-9 ECHO

A SUBSIDIARY OF THE OS-9 NEWSLETTER



Club Activities Report

*Bellingham OS9 Users Group - Longview/Kelso CoCo Club
Mt. Rainier CoCo Club - Port O'CoCo Club - Seattle 68xxx Mug*

Port O'CoCo

March's meetings was a personal exchange of questions and answers and an open discussion of the direction of the group. The attendance was about the norm. Although there was no announced or planned presentation, people had their questions and program. **Donald Zimmerman** had purchased the upgraded EPROM for the CGP-220 from **Terry Laraway**, but had not installed it. Actually, he was not positive which chip to take out and replace. It took only a couple minutes to take the cover off the printer, pop off the old chip and carefully slip in the new one.

The rest of the time was discussing the future of the group. Over the last six to eight months we have been exploring the question of registering with the IRS as a "501-C3" non profit, educational organization. By doing so we can legally gather money, not pay taxes on any funds related to our educational endeavors. We would pay state sales taxes on any commercial projects.

The reason for this move is two fold. First, currently we are personally libel for the actions, debts and profits of the group. Secondly, and ironically, the same focus of our group -- the computer -- has allowed the IRS to examine the activities of not only the multi-million, national "not for profit" organizations, but also the regional, state and now the community ones. Any organization that handles more than a thousand dollars in a year's time is now likely to be asked for documentation and justification of its financial actions. We are just a sitting duck.

Although talk has been going on for months, no constructive action about this situation has happened. Assuming that we were not going to invest the funds (about \$500) to jump through the IRS hoops, I concluded we have three paths before us:

1. Just continue until we get noticed
2. Take the current funds and invite everyone to a GREAT COCO Party and liquidate the account in one day
3. Find some other organization who has already done all this IRS work and ask to be under them and give them the money.

It just so happens that there is another computer group in Kitsap County that has just done that. **Kitsap Computer Seniors** (membership about 450) has plowed through all the stages we would have before us.

It was the consensus of those at the meeting that #1 was unacceptable, #2 was irresponsible, #3 was worth looking into. The group has several suggestions and guidelines for an exploratory discussion with this fine group. The major questions were the continuance of our autonomy and the input on the use of our funds.

The last topic of discussion was the home made hard drive interface. In the past the most popular unit was by Burke & Burke for about \$70-\$100. This unit allows you to connect a hard drive to the CoCo 3 when using OS-9. Now this necessary component has successfully been built by a few people. There was enough interest in a cheap interface to hold a special SolderFest for April devoted to do just this project. Those interested in building one, please contact Donald Zimmerman at 871-6535 for further information. Next meeting is April 18th.

==Donald Zimmerman==

Seattle 68xxxMug

The March meeting was divided into two parts: Hardware and Software

For the next several meetings we will be installing a Color Computer into a tower case. This first session was

devoted to removing the motherboard from the case, removing the heat sink and the power transistor. Next, short lengths of wires were soldered to the different points on the motherboard which will receive the regulated 5volts, 12volts, negative 12volts and ground potentials from the PC Power Supply. The other end of the wires were soldered into a 4pin male polarized interlocking connector (R.S. Cat.# 274-224). Finally we soldered a jumper supplying 12volts to the 8volt regulator on the mother board that supplies power to the joystick and audio circuits.

At the April meeting, we will jumper the plus and minus 12volts and the 5 volts to the ROM port connector so that the Multipak will receive it's power completely from the CoCo's motherboard. Then come the "smoke" test when we hook up the PC Power Supply and turn it on.....

The software portion of the meeting was a review of Multivue and a comparison of the 128K stock version against the 512K stock version against the 512K "patched" version. We also played around with running Multivue applications, such as *Multivue Canvas* and *Planet Engine*. We also viewed several graphic pictures by simply clicking the mouse on the picture icons.

Everyone at the meeting apparently has Multivue but don't use it because of it's slow speed, but the patched version of Multivue ran very fast and it was requested that the patching procedure be demonstrated at the next meeting. The club's Public Domain Library contains all the patches and is freely available to all those in attendance.

The April 5 meeting will be held at Guggenheim Hall on the University of Washington Campus at 7:30p.m. Call Donald Zongker (206) 365-5046 for more information.

==Barbara Alexander==

Washington State BBS List

COLUMBIA HTS. BBS

-- Longview/Kelso --

RiBBS (FidoNET)

(206) 425-5804

DATA WAREHOUSE BBS

-- Spokane --

RiBBS (FidoNET)

(509) 325-6787

BARBEQUED RIBBS

-- Bellingham --

PC-Board (PC-Net) - CoCo Conference #5

(206) 676-5787

ULTIMATE EXPERIENCE BBS

-- Anacortes --

RiBBS (MaxNET)

(206) 299-0491

Bellingham OS-9 Users Forum

OS-9 and the Color Computer \$7

Tutorial and Hardware Hacker's Manual.

Includes 5-1/4 Disk of (360K) of upgrade software

Color Computer Video Library \$10

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